Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-54 (canceled).

Claim 55 (new): A gaming device comprising:

a display device;

an input device;

a memory device; and

a processor operatively coupled to the display device, the input device, and the memory device, the processor being programmed to:

   (a)   cause the display device to display a plurality of reels, each one of the reels displaying a plurality of symbols,

   (b)   receive a wager,

   (c)   cause the display device to display the reels moving,

   (d)   cause the display device to display the reels stopped so as to cause the stopped reels to display a plurality of combinations of the symbols,

   (e)   receive a player input from the input device, the player input being associated with a movement of a first one of the symbols initially displayed on one of the stopped reels, the movement occurring relative to at least said stopped reel,

   (f)   cause the display device to display the movement of the first symbol,

   (g)   change a second one of the symbols based, at least in part, on the player input, thereby changing at least one of the combinations of symbols to a different one of the combinations of symbols,

(h)   evaluate the different combination of symbols, and

(i)   determine whether a payout is due based, at least in part, on the evaluation.

Claim 56 (new): The gaming device of Claim 55, wherein the movement includes simulated movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 57 (new): The gaming device of Claim 55, wherein the player input includes a steering input receivable by the processor to control a direction of travel of the first symbol.

Claim 58 (new): The gaming device of Claim 55, which includes a third symbol other than the first symbol, the second symbol or any one of the other symbols of the reels, the processor being programmed to: (a) cause the display device to display an interaction between the first symbol and the third symbol, the interaction being effected by the player input; and (b) select the second symbol based, at least in part, on the interaction.

Claim 59 (new): The gaming device of Claim 55, which includes a simulation of the first symbol causing the third symbol to move to the second symbol, the processor being programmed to cause the display device to display the simulation.

Claim 60 (new): The gaming device of Claim 55, which includes a simulation of the first symbol chasing the second symbol, the processor being programmed to: (a) produce the simulation based, at least in part, on the player input; and (b) determine the change to the second symbol after the first symbol catches the second symbol.

Claim 61 (new): A system comprising:

at least one processor; and

at least one data storage device operatively coupled to the processor, the data storage device storing a plurality of instructions which are executable to:

    (a)   cause a plurality of reels to be displayed, each one of the reels displaying a plurality of symbols,

    (b)   receive a wager,

    (c)   cause the reels to be displayed as moving,

    (d)   cause the reels to be displayed as stopped so as to cause the stopped reels to display a plurality of combinations of the symbols,

    (e)   receive a player input from the input device, the player input being associated with a movement of a first one of the symbols initially displayed on one of the stopped reels, the movement occurring relative to at least said stopped reel,

    (f)   cause the movement of the first symbol to be displayed,

    (g)   change a second one of the symbols based, at least in part, on the player input, thereby changing at least one of the combinations of symbols to a different one of the combinations of symbols,

    (h)   evaluate the different combination of symbols, and

    (i)   determine whether a payout is due based, at least in part, on the evaluation.

Claim 62 (new): The system of Claim 61, wherein the movement includes simulated movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 63 (new): The system of Claim 61, wherein the player input includes a steering input receivable by the processor to control a direction of travel of the first symbol.

Claim 64 (new): The system of Claim 61, which includes a third symbol other than the first symbol, the second symbol or any one of the other symbols of the reels, the data storage device storing at least one additional instruction which is executable to: (a) cause an interaction to be displayed, the interaction occurring between the first symbol and the third symbol, the interaction being effected by the player input; and (b) select the second symbol based, at least in part, on the interaction.

Claim 65 (new): The gaming device of Claim 61, which includes a simulation of the first symbol causing the third symbol to move to the second symbol, the data storage device storing at least one additional instruction which is executable to cause the simulation to be displayed.

Claim 66 (new): The gaming device of Claim 61, which includes a simulation of the first symbol chasing the second symbol, the data storage device storing at least one additional instruction which is executable to: (a) produce the simulation based, at least in part, on the player input; and (b) determine the change to the second symbol after the first symbol catches the second symbol.

Claim 67 (new): A method comprising:

causing a plurality of reels to be displayed, wherein each one of the reels displays a plurality of symbols;

receiving a wager;

displaying the reels moving;

displaying the reels as stopped so as to cause the stopped reels to display a plurality of combinations of the symbols;

receiving a player input from the input device, wherein the player input is associated with a movement of a first one of the symbols initially displayed on one of the stopped reels, wherein the movement occurs relative to at least said stopped reel;

displaying the movement of the first symbol;

changing a second one of the symbols based, at least in part, on the player input, thereby changing at least one of the combinations of symbols to a different one of the combinations of symbols;

evaluating the different combination of symbols; and

determining whether a payout is due based, at least in part, on the evaluation.

Claim 68 (new): The method of Claim 67, wherein displaying the movement includes simulating a movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 69 (new): The method of Claim 67, wherein receiving the player input includes receiving a steering input to control a direction of travel of the first symbol.

Claim 70 (new): The method of Claim 67, which includes: (a) displaying a third symbol other than the first symbol, the second symbol or any one of the other symbols of the reels; (b) displaying an interaction between the first symbol and the third symbol, wherein the interaction is effected by the player input; and (c) selecting the second symbol based, at least in part, on the interaction.

Claim 71 (new): The method of Claim 67, which includes displaying a simulation of the first symbol causing the third symbol to move to the second symbol.

Claim 72 (new): The method of Claim 67, which includes: (a) displaying a simulation of the first symbol chasing the second symbol; (b) producing the simulation based, at least in part, on the player input; and (c) determining the change to the second symbol after the first symbol catches the second symbol.